

Star Wars

Wizard's RPG Stories

source : <http://www.wizards.com/default.asp?x=starwars/newsarchive>
upload : 10.IV.2006

Tales of Nub Saar

By Morrie Mullins

One of the greatest tragedies in the early efforts to colonize Cularin was the floating city of Nub Saar. This documentary speculates on what forces (other than the radiation storms for which Genarius is famous) might have played a role in the destruction of the city. It's our latest supplement to the Living Force campaign!

Camera crews are not allowed on the floating city of Nub Saar. "Safety" is the only reason given when anyone questions why this is the case. As such, a great deal of the footage utilized in the making of this documentary has been reconstructed from still images taken from the archives of the Jedi Academy on Almas and from other historical documents archived throughout the system. The algorithms used to re-create critical events at Nub Saar are accurate insofar as key variables (e.g., currents in the atmosphere of Genarius) are understood and capable of being tracked through the historical record. It is clearly impossible to include every possible variable in such algorithms, and to the extent that we failed to consider all elements of the environment, the accuracy of our depiction will suffer. We ask viewers to retain an open mind in spite of this unavoidable shortcoming of this documentary effort.

Hello. My name is Dazen Mok. A year ago, I left my studies at the Jedi Academy on Almas to pursue a career researching the history of the Cularin system. This research represented a passion I could not release. Not everyone is cut out to be a Jedi, and while I salute my former companions in the Order, I believe I have chosen correctly.

The research that demonstrated to me that my commitment lay to areas of study outside the purview of the Jedi Order had to do with Nub Saar, and the circumstances surrounding the disappearance and presumed death of the original settlers of that floating city.

A still image appears of a floating city within the clouds of Genarius. A radiation storm covers the upper portions of the city. Bolts of blue and orange light stretch between the superstructures, grisly metal frames like glowing droid skeletons among the clouds.

The commonly accepted wisdom about Nub Saar is that it was an unfortunate learning experience for those who wanted to "settle" Genarius. That is, there is a point in the atmosphere beneath which it is unsafe to build. While gravity may allow for the existence of structures beneath that point, the radiation storms are intense enough that anything not constructed to withstand the forces of, say, hyperspace travel, will not be able to hold together.

I became convinced, after working on a research project for a class in dark side phenomena at the academy, that this explanation was both technically correct and overly simplistic. I will first present my reasoning why it is overly simplistic - - that is, what it leaves out - - and then I'll present simulations and the results of a number of interviews with individuals who claim to have been to Nub Saar and explored some of its surface levels to support my thesis.

You may notice that even though I'm no longer a Jedi, there is still a strong emphasis on the Force as an explanation for Nub Saar. The fact that I chose to turn in my lightsaber in no way implies that I would deny that the Force does, in fact, permeate all things. It must be at the core of any explanation we offer for something we don't understand, because it is demonstrably at the core of any explanation for things we do understand. I make no apologies for this perspective, as it is the only one I have, and I believe it to be the only useful, healthy way to try to understand our galaxy.

The same image of the city, shrouded in a brilliant radiation storm, reappears on the screen. Then the clouds begin to swirl, the arcs of energy ripping and jerking from one frame to another, and the city's foundation shaking. At the bottom of the screen appear the words, "Probabilistic re-enactment" appear. We hear Mok in voice-over as the storm pounds relentlessly on Nub Saar.

Many of us have experienced the radiation storms of Genarius. I myself was on Tolea Biqua almost two years ago when a radiation storm threatened to wipe the city out entirely as the shields almost failed. Tolea Biqua still exists, though, as it has since it was constructed. Its shields have not failed, but if they had during any of the many radiation storms it's weathered, everyone who lives on the city would have been killed. Every man, woman, and child would have perished.

The image shifts to a man on the streets of Tolea Biqua, standing in front of "Riboga's Barge," the famous cantina. He shakes his head. "Never happen. See, thing is, we're far enough out that we don't gotta worry about getting fried like that. Nub Saar, that was just bad planning. Way too far in. Too close to the planet core." His image fades, and we again see Mok. Now he's seated at a desk, hands folded in front of him.

This is a common interpretation. But consider this.

He presses a button on the desk and a holographic image of Genarius appears, rotating in front of him. A bright red spot glows within its clouds.

This is the location of Nub Saar. Please note its proximity to the core of Genarius. Now, let's take a look at Tolea Biqua.

Another glowing spot appears. It's on the opposite side of the planet from Nub Saar, but is almost the same distance from the planet's core as the red spot.

If you read published materials on Nub Saar, you might have learned that the difference in altitude between Tolea Biqua and Nub Saar is 2,313 kilometers. My own research has determined this to be inaccurate. The actual difference between Tolea Biqua's distance to the core of Genarius and Nub

Saar's is 2,313 meters. Less than three kilometers. Proximity enough seems unlikely to be the sole cause of the disturbance at Nub Saar.

The difference is that one of the cities came first, and the city that came first, for lack of a better word, awoke something deep within the clouds. I'm not talking about the cochlera, either. I'm talking about something much darker, much angrier. It awoke something I believe to be akin to a manifestation of the dark side of the Force.

Like many of you, I've heard stories about what happened when a fallen Jedi named Karae Nalvas created his own floating fortress deep within the clouds of Genarius, with hopes to conquer the other cities and potentially drop Genarius into a civil war. * He both built and populated it at a deeper level than Nub Saar was built at, yet he managed to build it successfully. It was only through the intervention of the heroes of Cularin that he failed to accomplish his goals. When his fortress of Conkesta was destroyed, those who were responsible for bringing an end to Nalvas's plans report a burst of dark side energy much greater than anything the fallen Jedi himself could have hoped to control. Whatever it is that destroyed Nub Saar, I believe that it actually helped Nalvas create his fortress.

If this sounds like the kind of story you might tell a child to scare him into behaving, that's because it is. There is something within Genarius that we do not understand, cannot control, and must not trust. The explanation that the radiation storms destroyed Nub Saar is overly simplistic because it does nothing to explain where the radiation storms come from. Storms do not simply begin for no reason, any more than a lightsaber can ignite for no reason. There must be a trigger. Something must change the way the Force flows through the lightsaber in order to ignite it, and something must change how the Force flows through the clouds to bring about a storm like the one that destroyed Nub Saar, or the one that threatened to destroy Tolea Bigua. Destruction is the way of the dark side. As such, it can only be the dark side itself - - manifested in the experience of those who assisted in the destruction of Conkesta - - that caused the city of Nub Saar to fail, and that killed all who were on the city when the storm hit.

I'd like to conclude with commentary from an individual who has been to Nub Saar twice, on exploratory missions. She chose to retain her anonymity, since visiting Nub Saar may not be illegal but is extremely inadvisable. This has become even more pronounced with the regular appearance of Cularin Militia patrols in the area surrounding Nub Saar. The individual with whom I spoke was actually almost captured by the Militia on her last visit to the city, but even without that close call, she would have been unlikely to return again in the future. I'll let you hear it in her own words.

Mok disappears and we see the silhouette of what is probably a Human female. When she speaks, her voice has the characteristic rattle-grind of having been masked.

I've seen a lot of strange things, been to a lot of unpleasant places. Back before the Jedi started protecting it the way they do now, I once made it into the upper levels of the Sith fortress on Almas. That's about the only place I've ever been that feels more wrong than Nub Saar.

It's like, you step on the place, and you can tell there's been a lot of

dying. But it's not just something in the past. It's like, there's still dying going on. It's like you're standing in a room with someone, and their respirator is failing, and you watch it keep getting slower and slower. But it never quite stops. They're dying, but they can't finish, so they're always on the brink, not really alive, not really dead.

That's what Nub Saar feels like. It's like you're in a place that's almost dead, that wants to be dead, but that isn't being allowed to die. Because that fear, that adrenaline of the last fight against death - - something is using it.

I went into Nub Saar the first time looking for loot. I went in the second time looking for answers. If I went in again, I don't think I'd come back out. I don't think it would let me go.

The screen goes black. Then the words, "For more information, please visit the following holonet nodes?" appear, followed by a series of addresses that scroll past rapidly, then are gone.